



Rogue 1
CLASS & LEVEL

Wood Elf
RACE/ANCESTRY/HERITAGE

Charlatan
BACKGROUND

STR
+0
10

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC) INITIATIVE
14 +3 35 ft.

SPEED

SAVING THROWS

+0 Strength Saves
+5 Dexterity Saves *
+2 Constitution Saves
+3 Intelligence Saves *
-1 Wisdom Saves
+1 Charisma Saves
* Prof. bonus added

DEX
+3
17

CON
+2
14

INT
+1
13

WIS
-1
9

CHA
+1
12

Armor Worn: leather armor

HIT POINTS HIT DICE
10 1d8

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Rapier. Melee Weapon Attack: +5 to hit,
reach 5 ft. Hit: 1d8+3 piercing damage.

Shortbow. Ranged Weapon Attack: +5 to hit.
Hit: 1d6+3 piercing damage. (Normal range
to 80 ft.; disadvantage long range 81 to 320
ft. Must be used two-handed.)

Dagger. Melee or Ranged Weapon Attack: +5 to
hit, reach 5 ft. 1d4+3 piercing damage. (If
thrown, normal range to 20 ft.; disadvantage
long range 21 to 60 ft.)

MAGIC, FEATS & SPECIAL ATTACKS

Sneak Attack: Once per turn, deal extra damage
to one creature hit if attack with advantage
using finesse or ranged weapon. Don't need
advantage if an enemy of the target is within
5 feet of it, enemy isn't incapacitated, and you
don't have disadvantage on attack.

RACE

Wood Elf Traits [PHB p. 23]

- Creature Type: Humanoid (Fey lineage)
- Age: 172 years old
- Medium Size (5' 4", 160 lbs.)
- Darkvision (60 feet)
- Elf Weapon Training (swords, bows)
- Fey Ancestry (vs. charm, no sleep)
- Keen Senses (Perception)
- Mask of the Wild (hide outdoors)
- Trance (4 hrs. as 8 hrs. sleep)

CLASS

Rogue Class Features [PHB p. 94]

- Expertise (prof. noted with **)
- Sneak Attack (+1d6)
- Thieves' Cant (slang speak in code)

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: leather armor
(AC 11), rapier, two (2) daggers, shortbow
and 20 arrows, disguise kit (cosmetics, hair
dye, props, etc.), thieves' tools (lockpicks,
small file and pliers, tiny mirror), belt pouch,
set of fine clothes, tools of the con (various
small convincing fakes). (This load is about
36 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 11 gold pieces (gp); 8 silver
pieces (sp); 46 copper pieces (cp); 3 gems
(worth 10 gp each)

Charlatan Background [PHB p. 128]

- Feature: False Identity.
- Traits: Lies for no reason. Ingratiating manner.
- Ideal: Out to prove self-worth.
- Bond: In debt to your former mentor.
- Flaw: Believes own lies.

PROFICIENCIES & LANGUAGE

Armor: light armor

Weapons: simple weapons, hand crossbow,
longbow, longsword, rapier, shortbow,
shortsword

Tools: disguise kit, forgery kit, thieves' tools

Saving Throws: Dexterity, Intelligence

Skills: Acrobatics, Athletics, Deception,
Investigation, Perception, Sleight of Hand,
Stealth

Languages: Common, Thieves' Cant, Elvish